
Title: The Circle of Skara

Author: Han Telemnar

Mission Statement:

To provide refuge and assistance to the inexperienced traveler through effective mentoring and guidance.
To assist new and returning players connect

with the Atlantic community of guilds. To adventure, travel, and experience the land of Ultima as a close knit group of adventurers and friends. We are comprised of every background and

profession - mage and warrior alike. Our individual strengths combine to form a powerful and effective group of adventurers.

Out of Character (OOC):

The Circle of Skara is a semi role-playing guild comprised of fellow adventurers. Members of the Circle consider one another family and are as vital to one another as

they are to themselves.

The Circle of Skara Library is a place where members of the Circle of Skara teach, mentor, and guide inexperienced players. This is accomplished not by

merely providing supplies and advice, but rather through one on one guidance. Although students may find themselves recipients of monetary items, this is not the Circle's primary

method. In other words, we prefer to show our students how to fish instead of handing them the fish.

Recruitment: The Circle of Skara does not

actively recruit. In other word, it is not our intention to grow our numbers. The growth of the guild is solely dependent upon friendships. Ronins are free to come and leave as fits their needs.

Guild Structure:

Ronins - This rank is reserved for students only. Each student will be given the title "student." A specific title will be given once the player has chosen his path (i.e., archer, warrior, mage, etc.). Each student will have a mentor. This will be the Circle's member whom takes it upon himself/herself to assist and mentor the student. There is no time limit or restriction at this rank. It should be noted that this rank is intended to provide young and inexperienced players the opportunity to connect with Atlantic's vast community of guilds through the Circle of Skara's alliance network. At any time, the student may find an Atlantic guild

that suits his/her
personal play style.
Therefore, it is
encouraged the student to
seek out other guilds
when he/she feels ready.

Members - Members are
students who have decided
the Circle of Skara is
the home they are looking
for. Each member is
considered a close friend
and fellow adventurer. In
order to achieve
membership all emissaries
must agree upon the
individual joining this rank.

Emissaries - This rank is
reserved for dedicated
adventurers of the Circle
of Skara. There is no
specific rank structure
among emissaries. In other
words, each member has
an equal voice and vote
on all things related to
the guild. However, no
single emissary acts alone.

Guild Leader - This rank
is reserved for the
acting holder of the guild.
The guild leader is no
different than the
emissary in terms of
voice and vote. This
position may be
transferred from one
emissary to another
depending upon real-life
circumstances.

Rules:

The Circle of Skara is a
smei role-playing guild.
Therefore, no outrageous
names are allowed past
the rank of ronin (e.g.,
IPKU, I am number one,
DUDE, etc.). There are no
restrictions on magic or
crafted equipment.
However, one's appearance
should represent their
character's profession.

Absolutely no non-consent
pvp is allowed. This rule
is extremely strict. Any
violation may result in
permanent removal.

Regarding allied guilds -
Any member attacking
(without consent) or
disrespecting a member of
an allied guild will be
removed from th guild
immediately and
permanently.